

TICKLE CRABS

Chase Dad across the game to see which Tickle Crab can make him giggle the most.



You will need: • 1 or 2 players • a dice
• pencil & eraser • a grown-up to help

START

Place Bluey and Bingo here.



1



2

Uh-oh! Dad's brought the tickle crabs back from the beach. Move to the first tickle space!

31
FINISH

No more tickling for Dad!



30

29

Mum's here to help. Move on 1 space.



TICKLE!

14

TICKLE!

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TICKLE!

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TICKLE!

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TICKLE!

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TICKLE!

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HOW TO PLAY

1 Cut out your counters and place them at the start. Decide who wants to be Bluey and who wants to be Bingo.

2 Take turns to roll the dice. If you land on a tickle square, tickle Dad! **Stop** and **colour** in one part of your Giggle-o-meter.

3 The game ends when both players reach the finish. The winner is the player who has coloured in the most spaces on their Giggle-o-meter.

TICKLE!



28

27

26

19

Trapped in the car.
Back to 16.

20

TICKLE!

8

Used steps to reach Dad.
Move to 10.

21

25

Dad's thrown the crabs back into the sea. Back 3 spaces.

24

TICKLE!

22

23

**CUT OUT
YOUR COUNTERS.**
(Read the next page first!)



Fold back to stand

PLAYER 1

Fold back to stand

PLAYER 2

GIGGLE-O-METER



HIGH

HIGH



LOW



BLUEy

BINGO

TOP TIP

Use a pencil to colour so you can rub it out and play again.

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